

REMARKS

Drawings

The drawings are objected to under 37 CFR 1.83(a). The drawings must show every feature of the invention specified in the claims. Therefore, the features from claim 28, (records the player), and (produces pictures on said interactive sign) must be shown or the feature(s) canceled from the claim(s). No new matter should be entered. Applicant has cancelled Claim 28.

Claim Rejections – 35 USC § 102

Claims 13 and 22-28 are rejected under 35 U.S.C. 102(b) as being anticipated by Hedrick et al. (US 6,368,216 B1) herein after Hedrick.

The Hendrick Patent only provides for a secondary display that “may be provided at various locations on the gaming machine”, as per the description in the abstract. In the industry, this is called a “Top Box”. The base of the slot machine and the top box are attached as 1 unit on the modern day slot machine. A slot player would never confuse the top box of a modern slot machine with the overhead signage. They are 2 separate distinct items. The present invention ties together 2 or more slot machines with their attached top boxes to competition on a larger separate sign. This changes the experience for the slot players and for the other patrons in the casino. The present invention provides the media that turns several slot machines into a competitive type of game show where slot players and audience members are all being entertained.

Hedrick states that the secondary game information includes information about slot tournaments, progressive games, bonusing schemes and other incentives, or how to play in a particular manner. Hedrick discusses that in the past, secondary information was presented in a large specially created display occupying significant space in a central location of the casino. Col. 1, lines 60-67.

In the Summary of the Invention Hedrick describes a secondary display as a flat panel display provided on the gaming machine at a location disposed apart from the main display and displaying video content. Col. 3, lines 44-47. The Summary of the Invention describes the secondary display being either in a top box portion or a belly portion.

Column 8 refers to figure 5 which shows a flow chart that describes the flow of information from one part to other parts of the slot machine. It makes no mention of linking competitive play to a separate.

Column 16 mentions "outfitting the gaming machine with a camera". This allows a slot machine to display a slot player's image on the slot machines top box. It does not teach competition on a remote sign.

Column 16, lines 40-45 mentions various secondary games including slot tournaments but does not mention how these games will be played or where these games will be played. The present invention teaches that the competition is brought up to the overhead sign and possibly simulcast to other locations within the casino or possibly television or internet.

Regarding claim 13; Hedrick discloses a gaming machine system comprising: at least two gaming machines linked together, said gaming machines linked to an interactive sign; said interactive sign comprising an LCD screen; said LCD screen displaying a bonusing event that players can enter in ; wherein players playing said linked gaming machines who enter said bonusing event compete against each other on said interactive sign, (8:15-39), machines link together, (8:56-63), LCD screen, (16:40-44), tournaments.

Claim 13 requires at least two gaming machines linked together and the gaming machines linked to an interactive sign. As stated above, nowhere does Hedrick describe at least two gaming machines linked together and those gaming machines linked to an interactive sign. Hedrick does not describe an interactive sign comprising an LCD screen. Hedrick does not describe anywhere players competing against each other at all let alone on the interactive sign. Therefore, Claim 13 is not anticipated or obvious over Hedrick.

Regarding claim 22; Hedrick discloses a wherein said interactive sign comprises an LCD screen where a player enters bonus play and competition in between a player playing said gaming machine and said bonusing event on said interactive sign, (16:36-44).

For the reason stated above for Claim 13, Claim 22 is not anticipated or obvious over Hedrick.

Regarding claim 23; Hedrick discloses a system for alerting a player when they are playing on said interactive sign, (4:6-14), casino service notification.

For the reason stated above for Claim 13, Claim 23 is not anticipated or obvious over Hedrick.

Regarding claim 24; Hedrick discloses a wherein a player operates said bonusing event from any of said gaming machines linked to said interactive sign, (16:40-440).

For the reason stated above for Claim 13, Claim 24 is not anticipated or obvious over Hedrick.

Regarding claim 25; Hedrick discloses a wherein said bonusing event comprises a wheel which has various monetary denominations, (2:29-31).

For the reason stated above for Claim 13, Claim 25 is not anticipated or obvious over Hedrick.

Regarding claim 27; Hedrick discloses a wherein said bonusing event comprises a Ferris wheel that unloads coins when one of said linked gaming machines triggers said bonusing event, (23:27-47), the use of wheels as bonus instruments are disclosed and variations of them are a simple design choice.

For the reason stated above for Claim 13, Claim 27 is not anticipated or obvious over Hedrick.

Regarding claim 28; Hedrick discloses a video monitor located on said gaming machine which records the player playing the bonusing event and produces pictures on said interactive sign, (16:27-30). Applicant has cancelled Claim 28.

Claim Rejections – 35 USC § 103

Claim 26 is rejected under 35 U.S.C. 103(a) as being unpatentable over Hedrick as applied above and in view of Dote (US 5,221,083).

Regarding claim 26; Hedrick discloses all the features of claim 13 including the bonusing event played on the LCD display, but fails to mention a one on one game with a dealer. Dote discloses wherein a player plays one on one with a casino dealer on said LCD screen, (fig. 2). It would have been obvious to one of ordinary skill in the art at the time of the invention to create a linked blackjack tournament showing the dealer to make the game more attractive. This would give out predictable results.


For the reasons stated above for Claim 13, Claim 26 is not anticipated or obvious over Hedrick.

Applicant believes the application is now in condition for allowance.

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